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COMICS



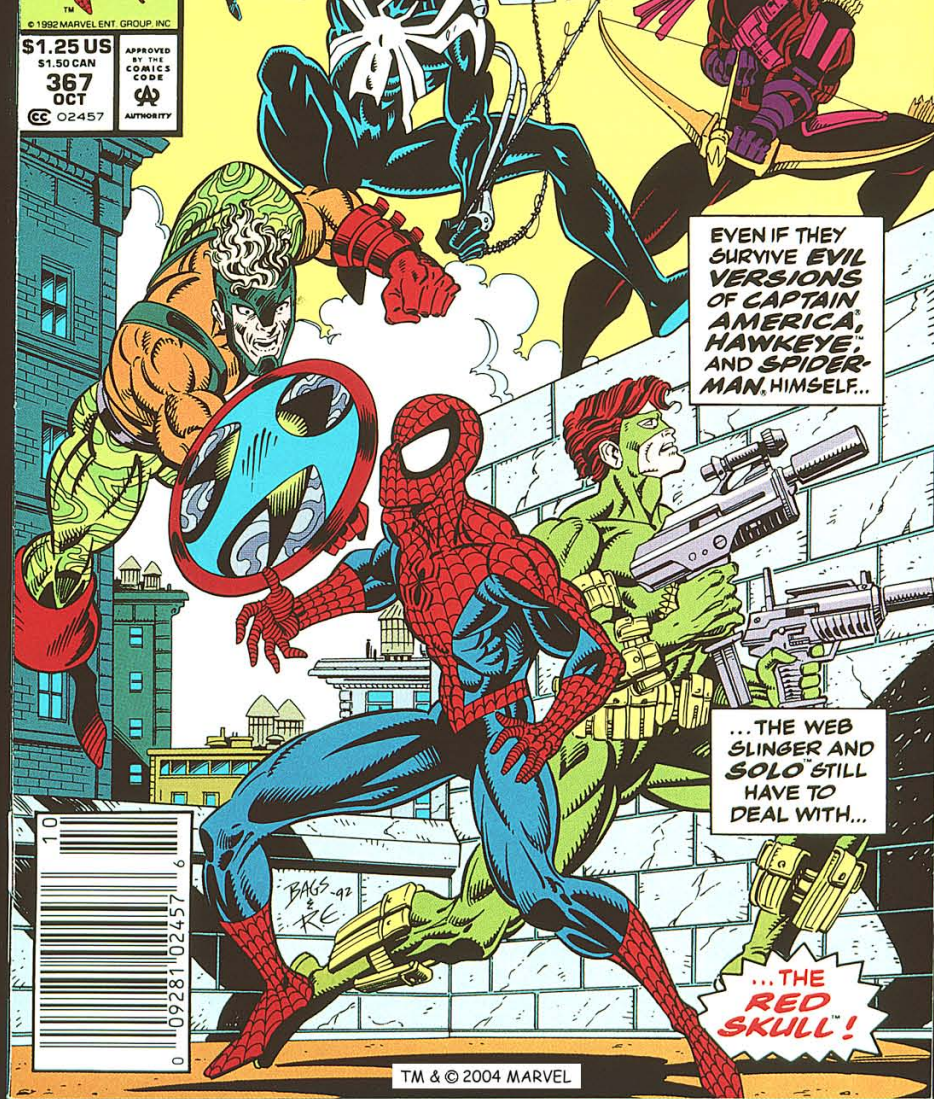
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INSIDE: THE SAGA OF SPIDEY'S PARENTS CONTINUES!

# the AMAZING SPIDER-MAN



EVEN IF THEY  
SURVIVE EVIL  
VERSIONS  
OF CAPTAIN  
AMERICA,  
HAWKEYE,  
AND SPIDER-  
MAN, HIMSELF...

... THE WEB  
SLINGER AND  
SOLO STILL  
HAVE TO  
DEAL WITH...

... THE  
RED  
SKULL!







MACHO MAN  
RANDY SAVAGE



HULK HOGAN



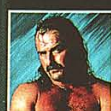
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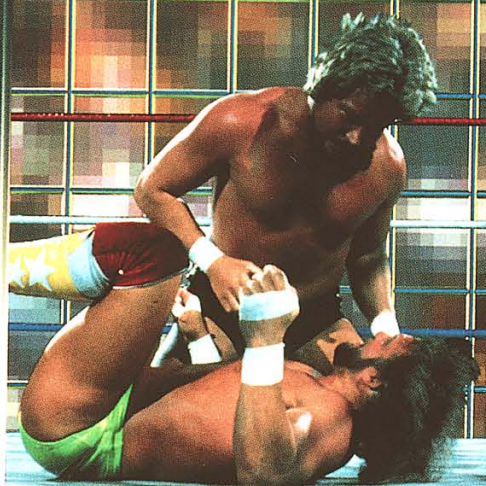


SID JUSTICE



JAKE "THE SNAKE"  
ROBERTS

# THE RAGE OF THE CAGE!



WWF WRESTLING ACTION  
SO INTENSE ONLY 15 FEET  
OF STEEL CAN CONTAIN IT!



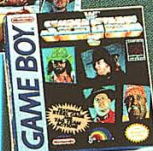
GO FOR THE TAG TEAM  
TITLE WITH CANVAS-  
SHREDDING ACTION.



CHOOSE FROM 10 OF  
YOUR FAVORITE WWF  
SUPERSTARS.

Screen shots shown are from NES™ version.

The WWF's newest tag team partners—  
**WWF® WrestleMania® Steel Cage Challenge™** for  
NES™ and WWF® Superstars 2™ for Game Boy®—  
take you from the opening bell to the closing pin  
with pulse-pounding action so wild, the steel cage  
is barely enough to contain it!



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BITTEN BY A RADIOACTIVE SPIDER, STUDENT **PETER PARKER** GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

Stan Lee  
PRESENTS: **THE AMAZING SPIDER-MAN®**



A PRIVATE ESTATE NEAR  
ALEXANDRIA, VIRGINIA;  
SOUTH OF WASHINGTON, D.C.

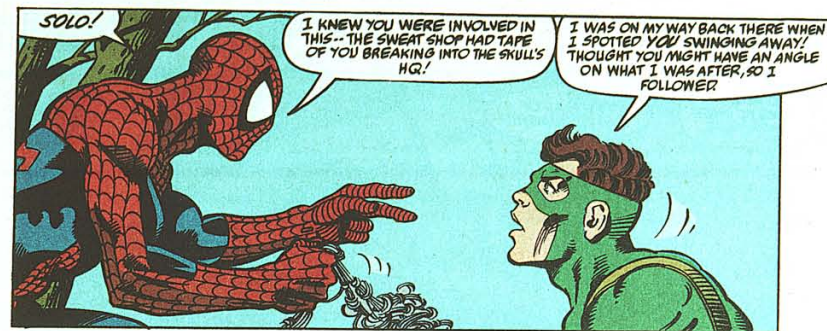
SO THAT'S  
WHAT'S BEEN  
AFTER ME!

DAVID MICHELINIE -- WRITER  
JERRY BISHAM -- GUEST PENCILER  
RANDY EMBERLIN -- INKER  
RICK PARKER -- LETTERER  
R. WITTERSTAEFER -- COLORIST  
DANNY FINGEROTH -- EDITOR  
TOM DEFALCO -- EDITOR IN CHIEF

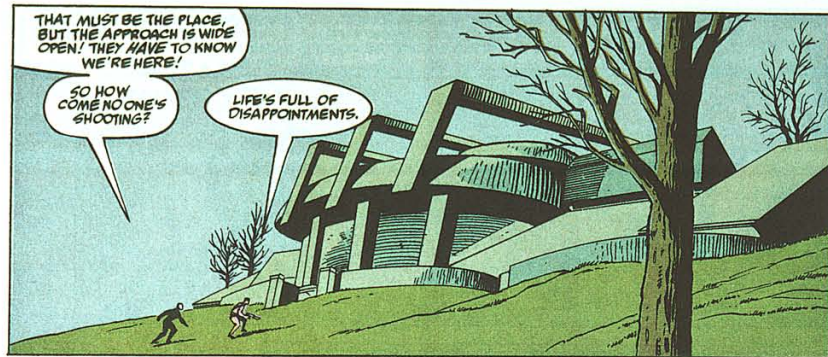
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# Guess Who's Coming To Super NES™?

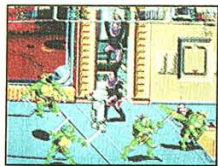




## The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT™ IV—Turtles in Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

Take on 10 explosive levels featuring humungous 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission: to find April O'Neil (swinging!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total tortuosity and go for it!



◀ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtly the same! Aren't those studs at Konami awesome?

**KONAMI®**



◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and drive



Tyrannosaurus  
convertibles.

◀ Become a gnarly neon nightrider in the year 2020 and do some heavy head bang with Krang.



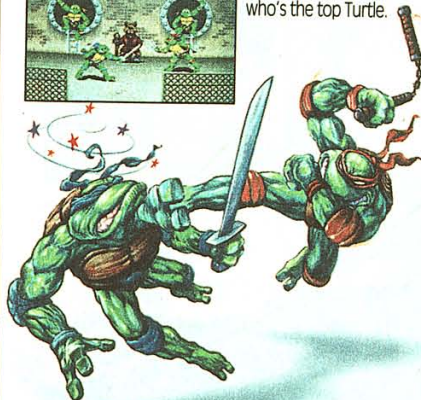
▼ **Shredder's Matrix**  
Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tights and earrings.



▼ Bruise some shells and some egos in the 2 player Versus mode where best-of-three round slug fests prove for the first time ever who's the top Turtle. 🐢



◀ Fight for your hide  
on a treacherous 19th  
rough the wild west. Deep  
maybe you can make a  
e



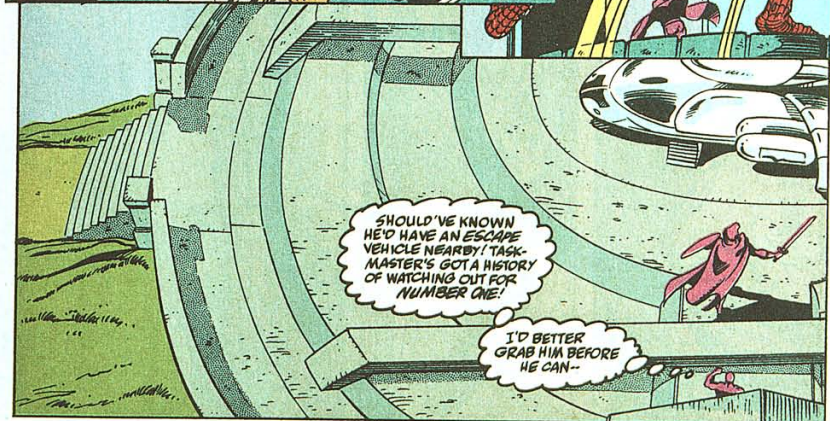
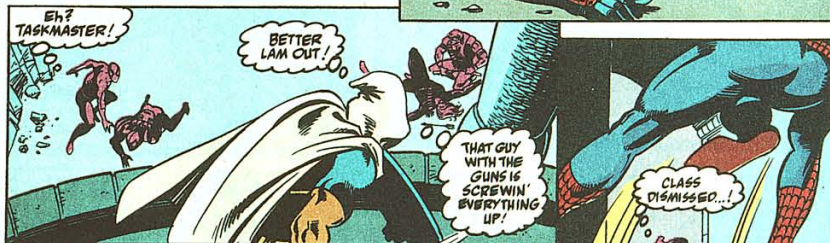
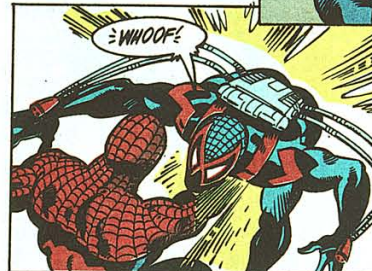
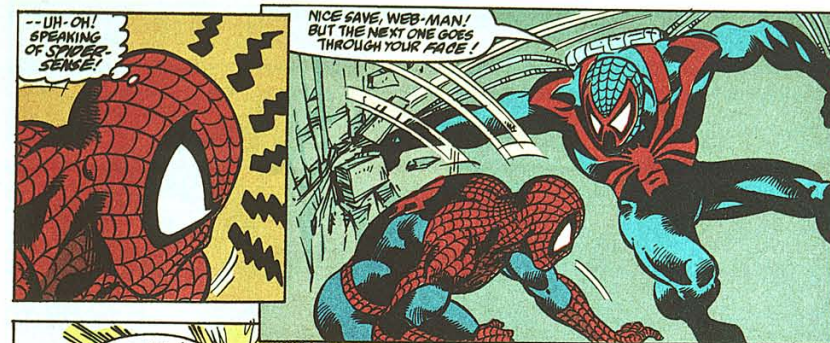
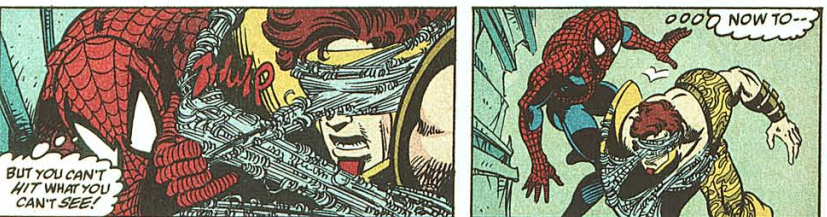
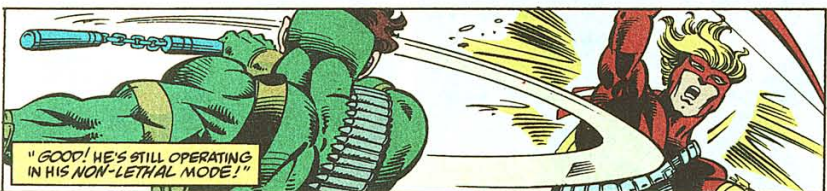
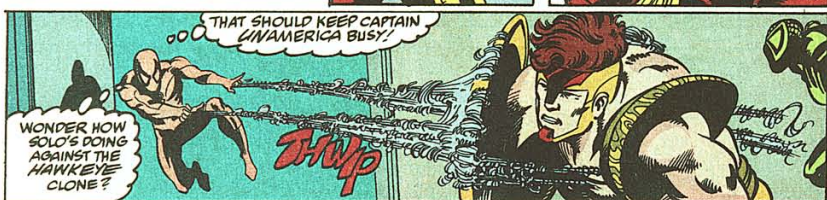
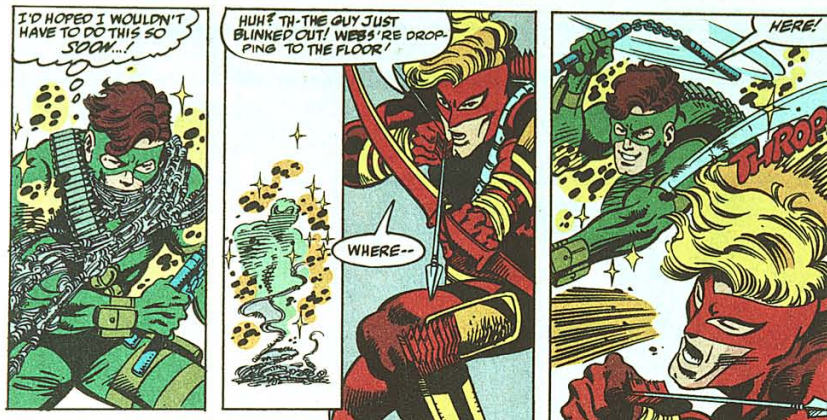
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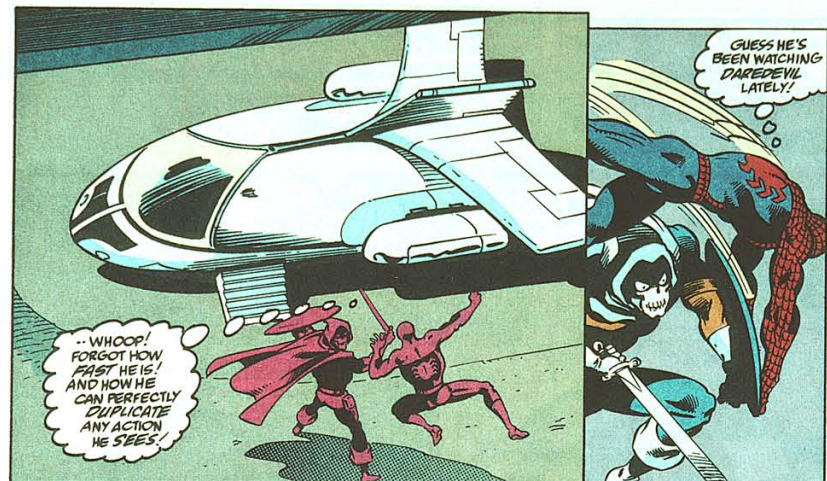




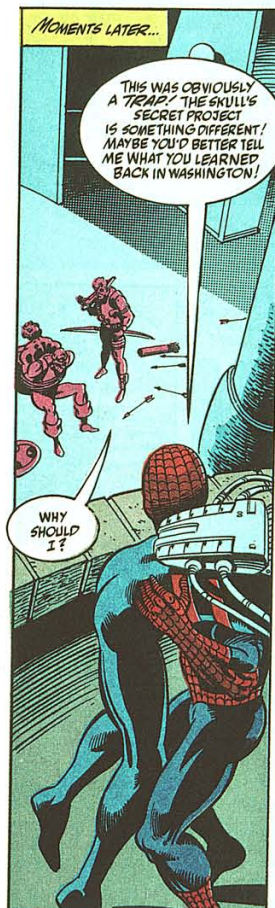








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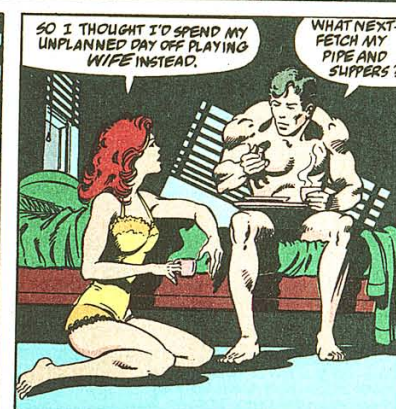


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# BULLEN BULLETIN

## STAN'S SOAPBOX

Hi, Heroes!

It's time to correct a mistaken notion! We often get letters from loyal Marvelites glowing over the fact that some of our books may be outselling our competition, and wishing us well in our mission to conquer the comicbook world by defeating our rivals!

And there lies the mistake! The last thing we want to do is conquer anything or defeat anyone. Sure, we have competitors, but just between us, most of them are friends of ours. I'm sure you've noticed that many artists and writers may work for a while at Marvel and then you see their stripes appearing in other publisher's magazines. And, of course you've noticed the same in reverse. You'll see names listed on our credits

pages that used to be associated with other companies. It's normal. It's natural. It's the way the comicbook field works.

Working as an artist or writer in comics is not indentured slavery. These gifted guys and gals are free to work wherever and for whomever they wish. Naturally, we'd like 'em all to favor our own bluish' bullpen, and the way we try to accomplish that is by holding out a permanent welcome mat for the best and most exciting stories, characters and concepts that the greatest talents in comics can bring us!

The point is, Marvel's only job is to provide the wildest, wittiest and most wondrous tales of fantasy and adventure that we can create. And, let's face it, that's what the other guys are trying to do, too. The more we compete and try

to out-shine each other, the more you, the reader, benefit.

That's why we truly wish our competitors the best of luck. The better they get, the better we have to be. That's what competition is all about; that's what keeps each and us on our toes. We're all, and us, a bunch of foolhardy fanatics who love comics as much as you do and we're out there proving it with every page we create!

So here's to every hard-working hero at every comicbook company throughout the land! Let's never stop trying to top each other, we owe it to the most important gang of all — our readers!

Excelsior!

Stan Lee

"Dog bites man — that's not a story. Man bites dog — that's a story. And if the dog and the man slug it out for six issues, and then Wolverine shows up for a guest appearance, and the dog turns out to be a mutant, that's a Marvel story!"

As we enter the dog days of summer, we come to wonder why dogs get such a bad rap. After all, a dog's day can be pretty good to us. Actually it's not that different from the way our hero lives. Tom DeFalco spends his day, come to think of it. But why does it have to be "dog days"?

It could just as easily be "cat," or "monkey," or "squirrel" days. After all, the life of every animal is basically the same, unless that animal is one of those pampered poodles living in one of those high-rise apartments on the upper side of some rich society type. We've been having our share of dog-day afternoons here at Marvel, as the entire editorial offices of Marvel are moving temporarily from the ninth and tenth floors down to the fourth floor of good ol' 387 Park Avenue South. We've got our arc construction crew hard at work, knocking down wall to wall, during a Thing/Hulk clash. (We're not that one of our books in the seventies — Ace Builders and His Construction Crew? Come out around the same time as Devil Dinosaur.)

When they're done, the Marvel offices will look neat, clean, and professional. If only we could say the same for the editors! Now that Marvel is a publicly owned company, we felt it was time for a change. We were hoping to get the Bullpen to look as much like the deck of the Starship Enterprise as possible, but that plan didn't work out! So we decided to settle for the look of a typical dentist's office instead. Our feeling is that the neater and more professional our offices look, the better our comics will be! To that end, we've also instituted a new dress code, requiring all Marvel staffers to keep their footwear on for the length of the entire workday! Gotta keep them doggies covered!

The Marvel softball team, the Punishers, certainly has not gone to the dogs. The team started off the season more powerfully than a locomotive, winning the first DC/Marvel game 22-8. Rob Tokar's pinch assistant editor Joe Andreani played like a

man of steel, until an injury took him out of the game. Mike Rockwitz was able to round four bases in a single bound, scoring five RBIs, and Assistant Editor Mark Powers was faster than a speeding (DC) Bullet. Considering the outcome of the game, maybe the Marvel team should change its name to Kryptonite! (Funny, we would've thought the DC team would have been better with bats ...)

Two more DC/Marvel softball crossovers remain to be played.

But softball isn't the only sport of choice here at Marvel. Four Marveloids recently escaped from the doghouse to go backstage at a pro wrestling match held by the World Championship Wrestling league! In attendance were the entire creative team of our WCW wrestling comic — writer Mike Lackey, penciler Ron Wilson, and inker Don Hudson — as well as Bullpenner Dave Sharpe. The event took place at Madison Square Garden, where the Marvel Mangles go to meet such wrestling superstars as Sting, Caecus, Jack, and Johnny B. Badi (Where do they get those outrageous names?)

Writer Mike did not have his dream come true of being hit over the head with a steel chair by the WCW champ, but, as he puts it, "I did get strangled by Paul E. Dargousely!" This incident doesn't seem to have had any effect on Mike's writing, unfortunately! Mike and Don went on from there to not have the best-selling comic but when it comes to promotion, they're all winners!

Well, we've reached the end of another Bullpen Bulletin page, and we're dog-tired. It's time to put aside this dog-eared comicbook, and lay another Bullpen page to rest. It's been a hard day's night, and we've been working like ... cats? Nah, we don't like it either.

Gueess we're just barking up the wrong tree.



by Barry Dutter and Rick Parker

SUGAR SELF-HELP ISAAC ASIMOV BLUE ICE WETWARE BULLENN BORDERLINE BLATHER PLATE TECTONICS SIGNIFICANT OTHERS MORALITY

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**NO SPIRITS**

**NO GHOSTS**

**NO PHANTOMS**

**NO SPECTERS</**





LET THE MACHINE ANSWER IT! I CAN'T COPE WITH ANYTHING ELSE RIGHT NOW.



PETER? THIS IS MOM. DAD AND I WERE WONDERING IF YOU'D HAVE LUNCH WITH US TODAY. MAYBE WE COULD GET REACQUAINTED. CALL ME AT MAY'S. OKAY?



YOU HAVE TO FACE THIS SOMETIME, PETER.

I KNOW, AND I WILL FACE IT.

SOME-TIME...



FOREST HILLS. WELL, I GUESS WE'LL HAVE TO... HMMM, MAY?



THAT'S ALL RIGHT, MAY. WHY DON'T YOU HAVE LUNCH WITH US?

ME? I-- I COULDN'T!

I'M MUCH TOO BUSY!



WE'VE BEEN RUDE, MAY. TALKING ABOUT OURSELVES ABOUT PETER.

WE'VE HARDLY SAID TWO WORDS TO YOU!



IT MUST HAVE BEEN HARD RAISING LITTLE PETER ON YOUR OWN AFTER BEN DIED. WE WANT TO HEAR ALL ABOUT IT, MAY.

HAVE LUNCH WITH US? PLEASE?



WELL, I-I SUPPOSE THE DUST BUNNIES COULD WAIT A LITTLE LONGER...!



BUT FOR PETER PARKER, LUNCH ITSELF HAS TO WAIT.

FOR AS NOON TURNS TO AFTER-NOON...



I'VE READ EVERYTHING PUBLISHED ON AMERICA PAY IN THE LAST TWO WEEKS! BUT THERE ARE SO MANY POTENTIAL TARGETS!

PARADES, PRESENTATIONS...



THE RED SKULL WOULD GO AFTER SOMETHING SPECIAL... BUT WHAT?



I NEED SOMEONE WHO KNOWS THE REAL INSIDE SCOOPS, ALL THE CONFIDENTIAL STUFF THAT DOESN'T SEE PRINT! BUT WHO--



HI, PETE!

HNN? OH, HI, JOY.

WHO COULD POSSIBLY--



--JOY! YOU'RE THE BUGLE'S TOP REPORTER! FLATTERER.

I NEED A LEAD ON ANYTHING SECRET, AND BIG, THAT'S GOING DOWN ON AMERICA PAY!

AH-AH! THAT'D BE TELLING!



NO BULL, JOY! THIS IS IMPORTANT!

WELL, YOU ARE A PRETTY GOOD CRIME PHOTOGRAPHER! TELL YOU WHAT: LET ME IN ON YOUR NEXT TEN EXCLUSIVES--

--AND I'LL SPILL!



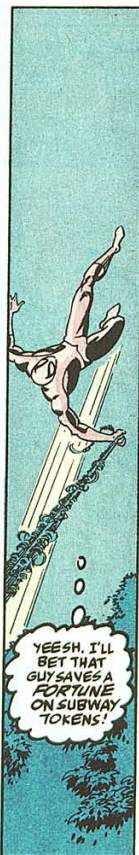
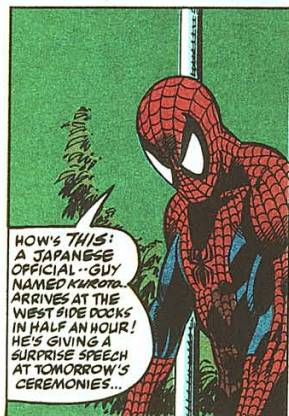
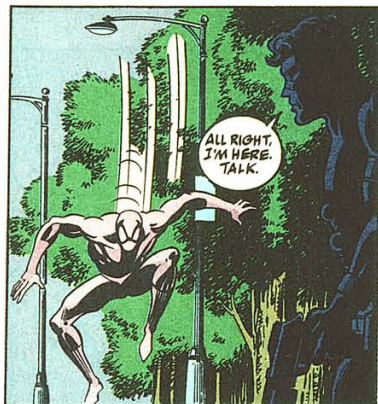
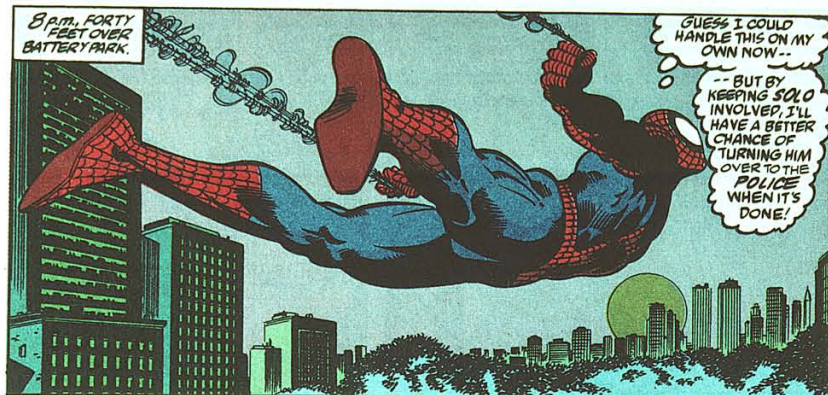
NEXT TWO!

EIGHT!

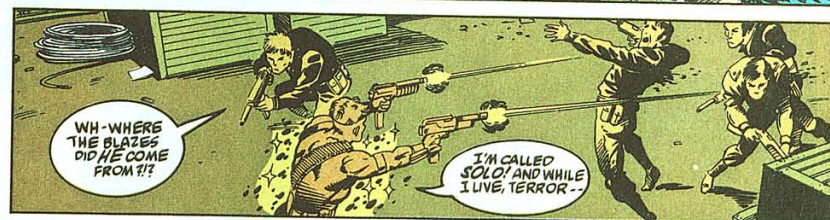
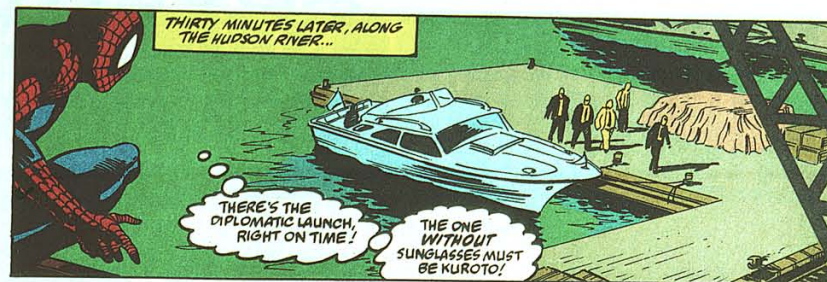
FIVE!

DONE!





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# ADVERTISEMENT

## JOIN GHOST RIDER® ON THE ROAD TO VENGEANCE!

**WIN!** All winners receive a limited edition Ghost Rider Print; plate signed by Andy Kubert, Joe Kubert and Greg Wright. In addition, ten Grand Prize winners will receive a Ghost Rider Stand-Up!



**OFFICIAL RULES AND REGULATIONS 1.** The Marvel Ghost Rider: In Search of Vengeance Game, sponsored by Marvel Entertainment Group, Inc. ("Marvel") and Phone Programs USA Inc. ("PPI"), New York, NY is an interactive telephone game of skill requiring knowledge of Marvel Comic Book Characters. 2. The game begins August 14, 1992 and continues through November 14, 1992. 3. Callers with touchtone telephones may access the game by dialing 1-900-88-GHOST. The charge per call is \$1.95 for the first minute and \$.95 cents for each additional minute. The maximum call length is 3 minutes. Anyone who is under 18 years of age must get parental permission before calling the game. Callers may access the game from anywhere in the continental U.S., at any time, 24 hours a day, during the term. Callers with rotary telephones are technically ineligible to play. All appropriate prizes won by persons under 18 years of age will be awarded in their name to a parent or legal guardian. Calls from any one telephone number will be limited to 4 calls per week. 4. The program will begin with an introductory message as required by law; the caller will then be asked to enter the telephone number originating the call for number recognition/call limiting purposes. Each call is a separate game. Playing against the clock, the caller will be given 3 chances to depress the "\*" key to obtain Ghost Rider powers. If the caller fails to execute this function, he is routed to a closing message and the game is over. If he succeeds, he will then be asked randomly selected questions generated from a pool of questions. The true/false questions about Ghost Rider's allies will always be true ("\*") while the questions about Ghost Rider's foes will always be false and the caller must then enter the correct answer to the last "word." The last "word" is always the "word" that needs to be replaced and the answer will be the first 2 letters of that word. Each correct answer is a "link" in the Ghost Rider chain and each caller who obtains 6 (six) links will be awarded a Ghost Rider: Rise of the Midnight Sons print (approximate retail value is \$3.95). The ten highest scorers will be sent a Ghost Rider Stand-Up Grand Prize (approximate value \$14.95). At any time during the game, if the caller fails to answer 3 questions correctly or in an untimely manner, he will be routed to a closing message. If however, he is successful, the caller will be given a prize claim number relating to the originating telephone number. The phone number must match the prize claim number in order to earn the prize. All prize claims must be received by December 13, 1992. All prizes will be provided by

## CALL 1-900-88-GHOST

YOU WILL BE CHARGED \$1.95 FOR THE FIRST MINUTE, \$.95 CENTS EACH ADDITIONAL MINUTE, MAXIMUM 3 MINUTE CALL. TOUCHTONE CALLERS ONLY! PEOPLE UNDER 18 MUST GET PARENTS' PERMISSION BEFORE CALLING! AND PLAY THE ULTIMATE GHOST RIDER TRIVIA GAME!



### HOW TO PLAY

Game is played against a 1:40 clock.

After entering your telephone #, you have 3 chances to acquire Ghost Rider's powers by pressing the "\*" key in a timely fashion.

1st Chance Between :02-.03  
2nd & 3rd Chance Between :02-.04  
3 misses and the Rido's over.

You then will hear Ghost Rider statements. Confirm true phrases by pressing the "\*" key. If false, correct the LAST word in the phrase. Answer with either a number or the first 2 letters of a word (ie: KE for "Ketch").

**HINT:** Statements based on Ghost Rider allies are always true, foes are false.

Each correct response earns you a link. Continue to play until the clock expires or 3 incorrect phrase responses. When score is tallied, if you have earned 6 or more links, get ready to write down your prize claim number, you won!

### PRIZE CLAIM

To claim your prize, print your name, address, age, phone number and prize claim number on a 3x5 card. Send to: Marvel Comics

Dept. 900 Ghost Rider  
357 Park Avenue South  
NY, NY 10016

**IMPORTANT:** If phone number doesn't match prize claim number—and if you call more than 4 times per week—you will be disqualified! This game is subject to complete official rules and regulations.

Marvel 5. Marvel reserves the right to add or replace questions at any time. Players waive any claim or right in the event of ambiguity or error in any questions or answers; and, by entering, players agree to be bound by and subject to these complete official rules and to be subject to the decisions of Marvel and Phone Programs USA Inc. whose decisions are final. Players acknowledge that the correct answers to all questions are those provided and validated by Marvel. 6. Sponsors and their Service Providers are not responsible or liable for incorrect or inaccurate entry of information by caller, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions. 7. Void in Arizona, Georgia, Maryland, Minnesota, Louisiana and Virginia by phone and wherever else prohibited. Employees of Marvel Entertainment Group, Phone Programs USA Inc., Call Interactive and their affiliated companies are not eligible. All federal, state and local laws and regulations apply. 8. A copy of these rules may be obtained free of charge, in Rider In Search of Vengeance Rules, P.O. Box 7012, FDR Station, New York, NY 10022. If there are any questions regarding this game, the public may dial 1-800-544-7741 during normal business hours for assistance.

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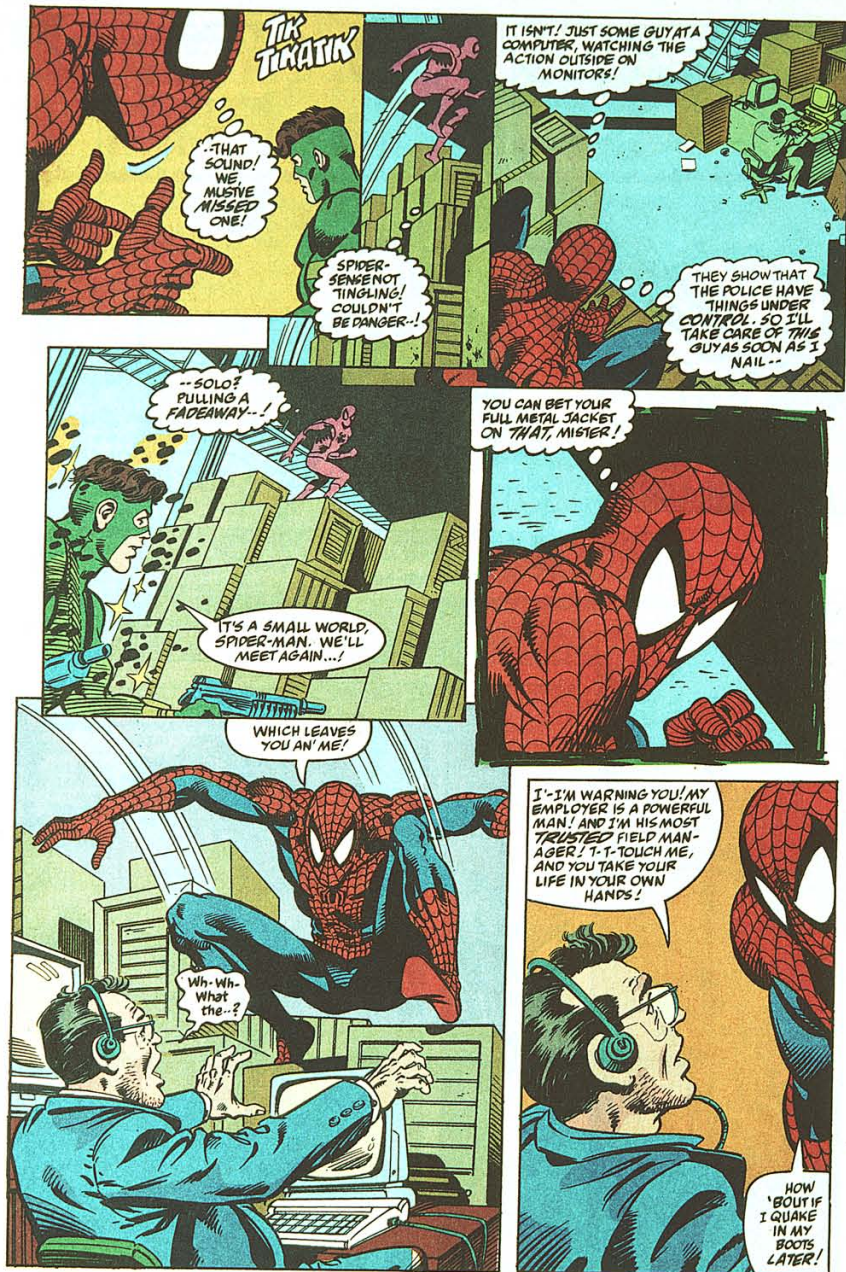


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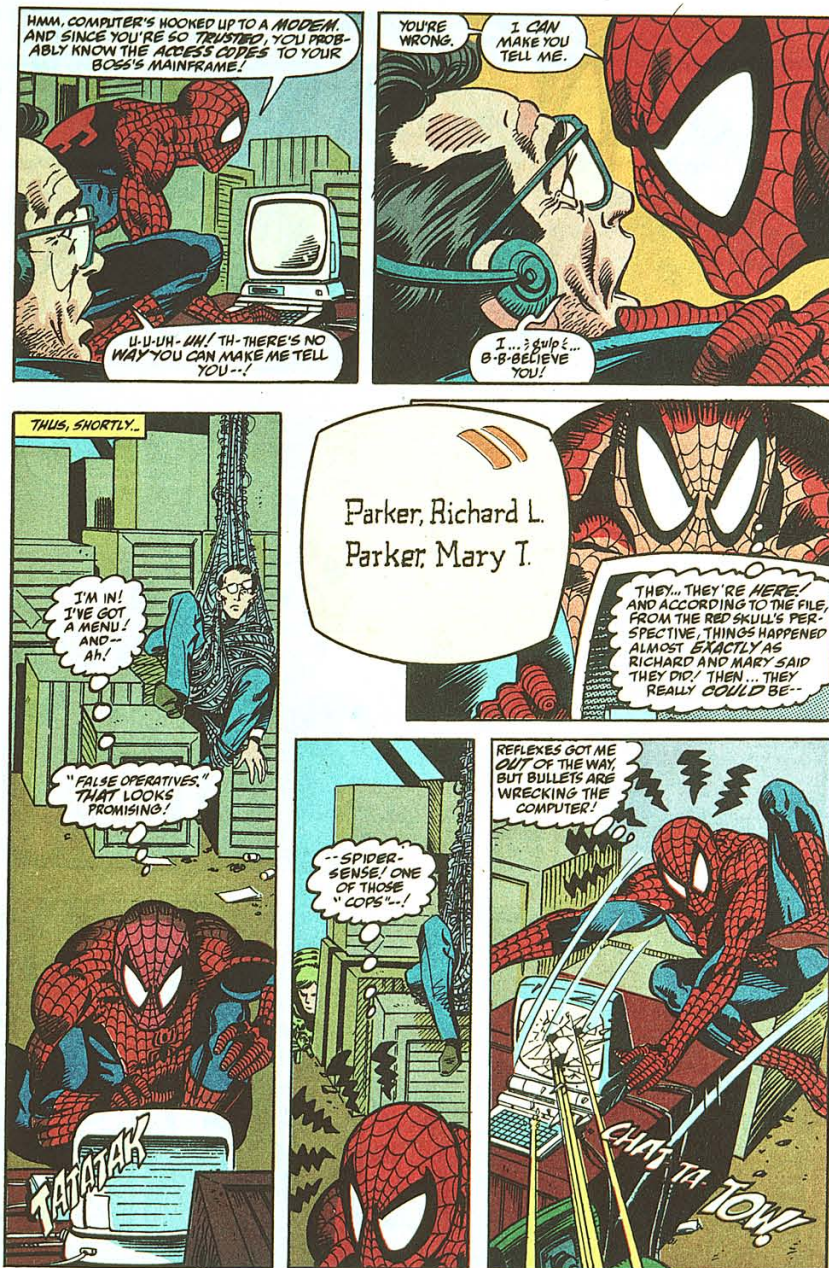








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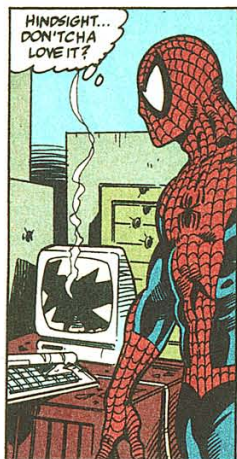


THAT WAS CARELESS!  
REAL CARELESS!

THUMP



SHOULD'VE WEBBED THOSE GUY'S UP BEFORE I TRIED THE COMPUTER!



HINDSIGHT... DON'T CHA LOVE IT?

COLORADO.

-- CORRECT, SIR, AN UNAUTHORIZED SCAN OF HISTORICAL FILES WAS MADE FROM THE MANHATTAN ATTACK SITE. NATURALLY, ALL CODES WERE CHANGED IMMEDIATELY!



IT WAS MOST LIKELY THAT IRRITATING SPIDER-MAN. I'LL PROBABLY HAVE TO KILL THE LAD ONE DAY.

BUT JUST NOW I HAVE BUSINESS TO TEND TO-- PLEASURE WILL HAVE TO WAIT!



THE WEST SIDE DOCKS, MOMENTS LATER...

...OUR SINCERE APOLOGIES, MR. KUROTO. AND WE HOPE THIS WON'T ALTER YOUR POSITION ON--

GUESS THERE'S NOTHING MORE TO DO HERE.



HEY! SPIDER-MAN!



WE'D LIKE TO ASK--

LADIES FIRST, TED! ESPECIALLY WHEN THE LADY HAS A BLACK BELT!

QUESTION FOR YA, WALLCRAWLER:

WHEN DID YOU FIRST FORM YOUR PARTNERSHIP WITH SOLO?



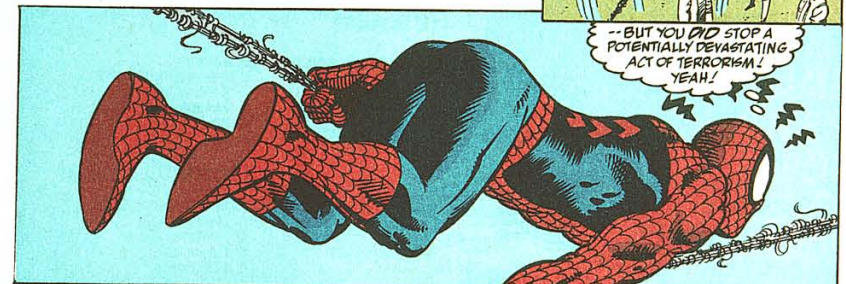
"PARTNER"? I-I DON'T EVEN LIKE--



-- ARRGH!

CALM DOWN, SPIDEY! LOOK AT THE BIG PICTURE.

MAYBE YOU DIDN'T NAB SOLO--



-- BUT YOU DID STOP A POTENTIALLY DEVASTATING ACT OF TERRORISM! YEAH!



AND YOU EVEN GOT PARTIAL CONFIRMATION OF YOUR ALLEGED PARENTS' STORY! SO CHILL OUT! DON'T EVEN WORRY ABOUT THE BACKGROUND TINGLE FROM YOUR SPIDER-SENSE!

HAPPENS IN THE CITY MOST OF THE TIME ANYWAY-- PROBABLY JUST POLLUTION! ADMIT IT! ALL-IN-ALL, THINGS COULD BE A WHOLE LOT--



"--WORSE!"

SKIZZ'S OPTIKOID 437 REPORTING-- TARGET SIGHTED!

NEXT ISSUE: SPIDEY GOES BI-WEEKLY FOR THE FIGHT OF HIS LIFE! DON'T MISS PART ONE OF "INVASION OF THE SPIDER-SLAYERS!"



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